

List of Reference Numerals

- 1 game figure and collector's item
- 2 first axis of rotation
- 3 second axis of rotation
- 4 third axis of rotation
- 5 fourth axis of rotation
- 6 fifth axis of rotation
- 10 extremity (leg)
- 11 connective element
- 12 member
- 13 connective element
- 14 member
- 15 connective element
- 16 member
- 17 end section
- 20 extremity (leg)
- 30 extremity (arm)
- 31 connective element
- 32 member
- 33 connective element
- 34 member
- 35 connective element
- 36 member
- 40 extremity (arm)
- 50 extremity (head)
- 60 main body
- 62 release mechanism
- 64 acceleration mechanism
- 72 upper part of covering
- 74 pants of covering
- 76, 76' socks of covering
- 80 retaining means
- 82 ball
- α angle of deflection
- $\alpha_{R1} - \alpha_{R1}$ arrested angle of deflection
- $R_1 - R_1$ locking stop steps